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terms.
% Project Code: YPEA120
% Project Title: Non-dominated Sorting Genetic Algorithm II (NSGA-II)
% Publisher: Yarpiz (www.yarpiz.com)
% Developer: Mostapha Kalami Heris (Member of Yarpiz Team)
% Cite as:
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yarpiz.com/56/ypea120-nsga2), Yarpiz, 2015.
% Contact Info: sm.kalami@gmail.com, info@yarpiz.com
clc;
clear;
close all;
```

Problem Definition

Testing

```
% Statistics
executiontime = zeros(2, width(popVals), numTrials);
avgTime = zeros(2, width(popVals));
% algorithm parameters
MaxIt = 10; % Maximum Number of Iterations
pCrossover = 0.7;
                                      % Crossover Percentage
pMutation = 0.4;
                                      % Mutation Percentage
mu = 0.02;
                           % Mutation Rate
sigma = 0.1*(VarMax-VarMin); % Mutation Step Size
for kungs = 0:1
   for pIdx = 1:width(popVals)
       nPop = popVals(pIdx);
                                 % Population Size
       (Offsprings)
       for t = 1:numTrials
           % Initialization
          empty_individual.Position = [];
           empty_individual.Cost = [];
           empty_individual.Rank = [];
           empty individual.DominationSet = [];
          empty_individual.DominatedCount = [];
           empty individual.CrowdingDistance = [];
          pop = repmat(empty_individual, nPop, 1);
           for i = 1:nPop
              pop(i).Position = unifrnd(VarMin, VarMax, VarSize);
              pop(i).Cost = CostFunction(pop(i).Position);
           end
           % Non-Dominated Sorting
           [pop, F] = NonDominatedSorting(pop);
           % Calculate Crowding Distance
          pop = CalcCrowdingDistance(pop, F);
           % Sort Population
           [pop, F] = SortPopulation(pop);
           % NSGA-II Main Loop
           tic;
          for it = 1:MaxIt
              % Crossover
              popc = repmat(empty_individual, nCrossover/2, 2);
              for k = 1:nCrossover/2
                  i1 = randi([1 nPop]);
                  p1 = pop(i1);
                  i2 = randi([1 nPop]);
                  p2 = pop(i2);
                  [popc(k, 1).Position, popc(k, 2).Position] =
Crossover(p1.Position, p2.Position);
```

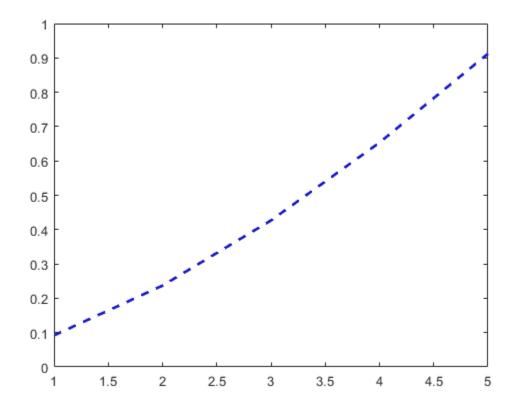
```
popc(k, 1).Cost = CostFunction(popc(k,
1).Position);
                   popc(k, 2).Cost = CostFunction(popc(k,
2).Position);
               end
               popc = popc(:);
               % Mutation
               popm = repmat(empty_individual, nMutation, 1);
               for k = 1:nMutation
                   i = randi([1 nPop]);
                   p = pop(i);
                   popm(k).Position = Mutate(p.Position, mu, sigma);
                   popm(k).Cost = CostFunction(popm(k).Position);
               end
               % Merge
               pop = [pop
                    popc
                    popm]; %#ok
                % algorithm
               if kungs
                   % sort by 1st objective
                   carr = [pop.Cost];
                   [~, idx] = sort(carr(1,:), 2, 'ascend');
                   pop = pop(idx);
                   % deterine fronts
                   idx = 1:height(pop);
                   fr = 1;
                   while size(idx) > 0
                       [~,F{fr}] = Front(pop(idx), idx);
                       for fi = F{fr}
                           pop(fi).Rank = fr;
                       end
                       idx = setdiff(idx, F{fr});
                       fr = fr + 1;
                   end
                   % truncate
                   pop = CalcCrowdingDistance(pop, F);
                   [pop, F] = SortPopulation(pop);
                   pop = pop(1:nPop);
                   % sort once more
                   [pop, F] = SortPopulation(pop);
                   % store F1
                   F1 = pop(F\{1\});
               else
                   % Non-Dominated Sorting
                   [pop, F] = NonDominatedSorting(pop);
                   % Calculate Crowding Distance
```

```
pop = CalcCrowdingDistance(pop, F);
                    % Sort Population
                    pop = SortPopulation(pop);
                    % Truncate
                    pop = pop(1:nPop);
                    % Non-Dominated Sorting
                    [pop, F] = NonDominatedSorting(pop);
                    % Calculate Crowding Distance
                    pop = CalcCrowdingDistance(pop, F);
                    % Sort Population
                    [pop, F] = SortPopulation(pop);
                    % Store F1
                    F1 = pop(F\{1\});
                end
                % Show Iteration Information
                %disp(['Iteration ' num2str(it) ': Number of F1
Members = ' num2str(numel(F1))]);
                % Plot F1 Costs
                %figure(1);
                %PlotCosts(F1);
                %pause(0.01);
            end
            executiontime(kungs+1, pIdx, t) = toc;
        end
        disp(['Completed nPop=' num2str(nPop) ' with kungs='
num2str(kungs)]);
    end
end
Completed nPop=40 with kungs=0
Completed nPop=80 with kungs=0
Completed nPop=120 with kungs=0
Completed nPop=160 with kungs=0
Completed nPop=200 with kungs=0
Completed nPop=40 with kungs=1
Completed nPop=80 with kungs=1
Completed nPop=120 with kungs=1
Completed nPop=160 with kungs=1
Completed nPop=200 with kungs=1
```

Results

```
for p = 1:width(popVals)
   avgTime(1,p) = mean(executiontime(1,p,:));
   avgTime(2,p) = mean(executiontime(2,p,:));
```

```
end
figure();
title('Execution Time');
xlabel('x_1');
ylabel('x_2');
ax = gca;
ax.XAxisLocation='origin';
ax.YAxisLocation='origin';
x1 = 1:width(popVals);
plot(x1, avgTime(1,:), 'Color',
[.8 .1 .1], 'LineStyle', '--', 'LineWidth',2,'DisplayName','Naive');
plot(x1, avgTime(2,:), 'Color',
[.1 .1 .8], 'LineStyle', '--', 'LineWidth',2,'DisplayName',"Kung's");
```



Comparison

Kung's method scales significantly better than the naive implementation. At a lower population size the difference isn't as significant, but the scaling of the naive implementation fails relatively quickly. Execution time thus skyrockets, while Kung's method stays relatively the same. This aligns with the statement that Naive is O(dn^2) and Kung's is O(n log(n)). Kung's, however, might use more memory. Since matlab is a pass-by-value language, every recursion of Kung's gets its own copy of the data. This probably ends up being more than the single copy of *pop* that the naive implementation creates. However, I have no way of accurately measuring this, so I can only theorize. Regardless, the extra memory is absolutely worth the increase in execution speeds, which becomes roughly tenfold for the population size of 200.

